Roland music education

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Exploring the RM-700

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1. **IT'S A PIANO** by 'default' (every time you turn it on).
    a. Touch
        i. Modeled from grand piano (not vertical)
        ii. Gravity based system with NO springs
        iii. Progressively weighted (as a fine, well-regulated grand)
    b. Tone – from the world's most widely used concert grand
    c. Importance of adjusting:
        i. Volume control (LEFT on Panel)
        ii. Balance control (LEFT on Panel)
        iii. (Other parameters of the piano sound are adjustable within the touch screen.)
    d. **ONE TOUCH PIANO** – the "panic" button, located on the panel just to the left of the screen. [*OM page 28*]

2. INCREDIBLY USEFUL FEATURES
    a. No tuning maintenance required offers two outstanding benefits:
        i. It's ALWAYS in tune.
        ii. It requires NO periodic maintenance. (NO maintenance cost)
    b. Transposition – You play a piece in any key, and hear it any key you select
    c. Transpose button is on the RIGHT end of the panel. [*OM page 122*]

3. Understanding the screen and making choices [*OM page 27*]
    a. For ease of operation the RM-700 features a COLOR, TOUCH SCREEN
    b. PIANO SCREEN – appears on power up and anytime you push the ONE TOUCH PIANO button.
    c. BASIC SCREEN – From this screen you can see what tones are currently 'active' on the keyboard . . . change those sounds . . . and create 'layers' or 'splits'. You may display the BASIC SCREEN using any of these three methods :
        i. Touch the BASIC SCREEN icon in the PIANO SCREEN window.
        ii. From the PIANO SCREEN touch any tone button on the panel, then press the EXIT button located under the round dial to the RIGHT of the TOUCH SCREEN.
        iii. Press the ONE TOUCH RHYTHM BUTTON to the left of the TOUCH SCREEN.
    d. As you explore the RM-700, touching the EXIT button moves you back to the previous screen, or if pushed repeatedly, back to the BASIC SCREEN.

4. Choosing tones (voices, sounds) [*OM page 34*]
    a. The importance of exploring the tonal resources
    b. Push a tone group button (located just to LEFT of the Touch Screen).
    c. The tone choices are shown in the TOUCH SCREEN. To choose a sound, simply touch it.
    d. NOTE: The RIGHT and LEFT arrows in the lower right corner of the Touch Screen allow you to 'turn pages' and see all the available sounds within the chosen group. The number of available pages is always listed between the arrows..
    e. A list of all available tones begins on page 205 of the owner's manual. (For those of you who are computer music oriented this list also contains the bank and program numbers for selecting tones.)
    f. For those interested, Drum 'MAPS' begin on page 211 of the owner's manual.

5. Using sounds together – LAYERING (this enables you to play up to three (3) tones at the same time across the entire keyboard) [*OM page 38*]
    a. From the BASIC SCREEN, choose the first sound.
    b. Touch LAYER 1 - (On the RIGHT of the screen).
    c. Choose the second sound.
    d. NOTE: You may change either sound by first making it the 'highlighted' sound (just touch it on the screen – ~~the highlighted sound has the brighter white background in the screen~~), then choose the tone family button for the desired sound and use the Touch Screen to choose the sound.
    e. ALSO NOTE: You can have two (2) LAYER voices plus your original voice active on the keyboard. (That's three voices total!)

6. DIVERSION back to orchestration/arranging class
    a. Solo instruments vs. ensemble instruments
    b. What kind of 'mood' are we trying to create?
    c. Back to the importance of exploring ALL the tones. (sounds, voices)
    d. Suggested possibilities
        i. Piano with Strings
        ii. Piano with Choir
        iii. EP Piano with Strings

7. Using sounds together – SPLIT VOICE (this splits the keyboard and allows you to have one tone in one hand, and one in the other) [*OM page 39*]
    a. Choose the tone desired for the right hand by first selecting the UPPER button in the Touch Screen, then selecting the desired sound for the RIGHT HAND.
    b. Touch EXIT to return to the BASIC SCREEN.
    c. Touch LOWER 1 (in the lower left side of the screen) and select the desired sound for the LEFT HAND
    d. Touch EXIT to return to the BASIC SCREEN where you can see the chosen voices.
    e. NOTE: That you could have two (2) voices active on the lower portion of the keyboard while having as many as three (3) voices active on the upper portion of the keyboard.

8. Can we change the 'SPLIT POINT'?? ([*OM page 178*]
    a. Touch the MENU button just under the dial to the RIGHT of the Touch Screen.
    b. Within the TOUCH SCREEN, touch the SETTINGS button.
    c. Use the RIGHT & LEFT ARROW BUTTONS to display the SPLIT POINT SCREEN.
    d. Use the left and right arrow buttons at the ends of the keyboard to move the split point. The split point is indicated by the small triangle just above the keyboard.

9. DIVERSION back to orchestration/arranging class

a. Think Solo vs. Ensemble instruments
b. Suggested possibilities
    i. Piano in LH – Flute in RH
    ii. Bass in LH – Vibraphone in RH

10. USER PROGRAMS – Controlling the KR-107 in the 'real world" (your classroom) [*OM page 108*]
    a. Set the panel with your desired 'set-up'
    b. Touch the USER PROGRAM button – (LEFT end of PANEL)
    c. Touch WRITE at the bottom of the TOUCH SCREEN.
        i. For the screen that is now displayed, think of it as having a top half and a bottom half.
        ii. The top half allows you to put your own name (label) on your newly created user program.
        iii. The bottom half of the screen allows you to determine where you are going to 'save ' it, and it lets you see what you currently have stored in that position.
        iv. NOTE: You can save up to 36 USER PROGRAMS at a time.
    d. To create a name, or label, for your User Program touch the RENAME button on the top half of the screen.
    e. Another screen will appear that will allow you to 'type' in the desired name. (Similar to the procedure for your cell phone, but with larger buttons.)
    f. NOTE: At the bottom right corner is a button that allows you to change the characters assigned to the on-screen buttons. You can have upper case, lower case, numbers, or symbols.
    g. When you have finished creating your new name, touch EXIT to the right of the TOUCH SCREEN.
    h. Using the ARROW KEYS on the touch screen to choose a location (from 1 to 36) to save your new User Program.
    i. To complete the process and save the User Program touch EXECUTE at the bottom right corner of the screen.

11. Recalling your USER PROGRAMS [*OM page 109*]
    a. Touch the USER PROGRAM button (LEFT end of Panel)
    b. Use the DIAL to scroll through the choices (or the scroll bar).
    c. The User Program that is highlighted with the colored, horizontal bar will be the chosen User Program (preset).

12. Saving USER PROGRAMS to floppy diskette. [*OM page 109*]
    a. The KR-107 allows you to save the entire set of thirty-six (36) User Programs as a 'set'.These sets can be saved to:
        i. The INTERNAL MEMORY area of the KR-107. (up to 99 sets of 36)
        ii. EXTERNAL MEDIA including USB memory devices or floppy diskettes.
    b. To SAVE a set of USER PROGRAMS
    c. Touch the USER PROGRAM button (Left end of Panel)
    d. Touch FILE at the bottom of the TOUCH SCREEN.
    e. Touch SAVE in the TOUCH SCREEN.
    f. Another screen appears (and it will look familiar) that allows you to use the top half of the screen to name the set (of 36) USER PROGRAMS (ie. SpringPgm, GenClsrm, etc.) and the bottom half allows you to determine where to save it.
    g. There is a new option also appearing in the TOUCH SCREEN. In the middle of the screen is a new box labeled MEDIA. Using the arrow buttons to the right you may choose where you want to store the set of User Programs. Choices would include FAVORITES (that's the internal memory), EXTERNAL MEMORY (if you have a USB memory device plugged in, or FLOPPY DISK (if you have a floppy drive plugged in).

h. When you have everything set the way you want, touch EXECUTE at the bottom right corner of the TOUCH SCREEN.

13. LOADING USER PROGRAMS sets. [*OM page 110*]
    a. If the desired USER PROGRAM set is on a USB memory device or floppy diskette insert it into the appropriate place.
    b. Touch the USER PROGRAM button (Left end of Panel)
    c. Touch FILE at the bottom of the TOUCH SCREEN.
    d. Touch LOAD in the TOUCH SCREEN.
    e. The Left and Right arrows at the bottom of the TOUCH SCREEN allow you to choose the desired media containing the set of User Programs you wish to load.
    f. After choosing the correct media, use the DIAL or SCROLL BAR to choose the desired set of User Programs. (Remember YOU named them . . . you'll know what they are!)
    g. The screen will say 'LOADING', and after a few moments the window will say COMPLETE.
    h. Use the EXIT button to return.

14. HELPFUL HINTS FOR USER PROGRAMS
    a. Arrange User Programs in 'Performance Order' for easy recall.
    b. User Programs allow you to use multiple settings for the performance of a single work, put the desired settings in the needed order for easy recall. (HINT – You can also set one of the pedals to advance the user programs for you! [OM page 112])
    c. Be consistent with naming . . . for instance in naming LAYERED set-ups you might use the & sign to indicate two tones are active . . . and in set-ups where you have different voices assigned to each hand you might use a /. This will assist you in recalling HOW you have the tones saved.

15. RECORDING – (How to clone yourself!)
    a. Basic recording
        i. Push RECORD (it's RED)
        ii. Play the piece.
        iii. Push STOP (it's GREY)
        iv. Push RESET (it's to the left of the GREY button)
        v. To hear your recording, push PLAY (it's the GREY button)
    b. Advanced (multiple part) recording
        i. Complete steps i through v from a. above.
        ii. If you are going to use a different tone, choose the new tone.
        iii. Push RECORD (the RED one) and touch the button with the number 2 just below it.
        iv. Play the new part . . . the KR-107 will begin playback of your first part as soon as you touch a key.
        v. At the end, push STOP.
        vi. Push RESET to send the song back to the beginning.
        vii. Touch PLAY to hear both parts.
    c. For more parts repeat steps ii through vii from b above. For part 3 push the button that has number three below it, etc.
    d. You can record up to 16 parts, or tracks, for each song.
    e. Record capacity on the KR-107 is approximately 30,000 notes.

16. SAVING YOUR SONG [*OM page 102*]
    a. Touch the SONG/FILE button to the upper left of the TOUCH SCREEN.
    b. Touch FILE in the bottom of the TOUCH SCREEN.
    c. A new screen will appear (you already know how to do this!)
    d. Use the top half of the screen to name, and the lower part of the screen to determine where you will save it.
    e. When you have everything ready to save push EXECUTE at the bottom of the TOUCH SCREEN.
    f. NOTE: The KR-107 saves files as a Standard MIDI file, type 0. This means your recordings may be opened (and edited) using all popular software programs . . . Finale, Sibelius, sequencing programs, etc.
    g. NOTE: Files (Songs) you create in software programs may be saved as a Standard MIDI file (SMF). The KR-107 will read and play both type 0 and type 1 Standard MIDI files.

17. METRONOME [*OM page 44*]
    a. Various patterns/settings
    b. Various sounds for counting
    c. 'Tap' tempo

18. DIGISCORE (*OM page 74, QS page 10*]
    a. Record a song using the metronome and the process we have previously learned.
    b. After recording, touch DIGISCORE, located to the left of the TOUCH SCREEN.
    c. The notation is displayed, with the correct key signature, in both the TOUCH SCREEN window, and any connected EXTERNAL DISPLAY.
    d. Touch the EXPORT button at the bottom of the screen, and you can export the notation as a BMP (bitmap) file, and students can print it at home without notation software.

19. PLAYING SONG FILES (SMF or AUDIO (WAV) files)[*OM page 65*]
    a. Insert the USB memory device (or floppy diskette) into the appropriate place.
    b. Touch the SONG/FILE button to the left of the TOUCH SCREEN.
    c. On the TOUCH SCREEN, use the right and left arrows to choose the media which contains the desired song. (NOTE: The KR-107 has 190 songs in internal memory. These songs are organized into song 'books' . . . Classical, Jazz, etc.)
    d. After choosing the desired song by highlighting the song in the TOUCH SCREEN, begin playback by touching the PLAY button.
    e. You can change the 'speed' of SMF playback with the TEMPO buttons (+ and -) located to the left of the window.
    f. You can TRANSPOSE playback of a SMF by touching the TRANSPOSE button, and using the + and – buttons at the window to raise or lower playback in half steps.
    g. SMF containing LYRICS will display the lyrics both on the TOUCH SCREEN and any connected EXTERNAL DISPLAY.
    h. ALL PLAYBACK functions (and others) can be controlled with the included, wireless REMOTE CONTROL. (tempo, transposition, etc.)

20. Using the ARRANGER FEATURE [*OM page 59, 139*]
    a. The KR-107 can create accompaniment backgrounds in 262 different styles.
    b. Touch ARRANGER (just to the right of the window).
    c. Touch one of the STYLE buttons to choose a style 'family'.
    d. Use the DIAL or SCROLL BAR to choose the desired style.
    e. Play chords in the left hand.
    f. Play the melody in the right hand.
    g. You can RECORD while playing with the ARRANGER feature. The arranger will record a multi-part Standard MIDI File (SMF type 0) that can play back on any instruments capable of SMF play.

21. CONNECTING A MICROPHONE [*OM page 20, 38 & 39*]
    a. Makes a great PA system for programs.
    b. Support of vocalists who are singing with the KR-107:
        i. Add ECHO to the voice
        ii. TRANSFORMER – modifies the voice (male to female, female to male, etc.)
        iii. HARMONIST – adds additional voices to the singers voice to create harmony.
        iv. VOCAL COUNT-IN – when singing with a SMF, the singer can 'tell' the instrument what tempo to use by 'counting it' into the microphone.
        v. Change your voice to an instrumental voice. (what??)

22. WONDERLAND – A selection of musical games for the beginner (and the non-beginner).

23. Other FUN things to know . . .
    a. When you record on the KR-107 and save the song file to disk it is saved as a Standard MIDI File (SMF – type 0) which can be opened in all popular notation and/or sequencing programs (Finale, Sibelius, etc.) Make certain when you open the file in the computer that you choose MIDI file from the drop-down dialogue box . . . by default the program you are using is looking for its own file type. (SMFs end in .MID)
    b. Conversely, song files you create on the computer can be saved as a SMF and played on the KR-107).
    c. The KR-107 has 736 tones (sounds, voices) from which to choose.
    d. The KR-107 may be easily tuned to 'non-standard' pitch.
    e. The KR-107 has a number of historical tuning schemes.
    f. The KR-107's VISUAL LESSON feature can assess and grade a performance for you . . . and it highlights the errors for you with color-coded circles. (Rhythm errors are circled in blue, pitch in blue, extra notes get a green circle, missing notes are shaded in grey).
    g. The KR-107 CAN be connected directly to a PC or Apple computer.
    h. As you become more comfortable with recording, the KR-107 also offers a complete set of editing tools to allow you.
    i. Other devices (like and iPod) may be directly plugged into the KR-107.

24. SUPPORT When you have questions, we have answers. We offer Customer Support:.
    a. on-line at www.rolandus.com/support (including a searchable Knowledge Base).
    b. support by email is also available through the above web address.
    c. live by telephone at 323-890-3740 available Monday through Friday from 7:30 AM to 6:00 PM Pacific Time. Other than the cost of the telephone call there is NO CHARGE for live support.

25. Questions?